

NARRATIVE PANTS

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v1.3

The simple game of collaborative storytelling

Why Narrative Pants

This game is meant to be played without any preparation. It's meant to be completely improvised, played by the seat of your pants, with everyone contributing to the story as the game goes along.

The Game

The game is played with percentile dice and a heavy focus on narrative storytelling. It requires a Game Master (GM), and at least one player.

The focus of the game is on collaborative storytelling. Based on how the players roll, they help to shape the story, taking control of the storytelling and narration from time to time.

Characters

To create a character, write down three separate words or phrases that describe that character. These are your keys. Assign one of the keys a value of 70, 50 to another, and 40 to the third.

Write down a special item, such as a special piece of equipment, that helps to define the character, something they always have with them.

Each character and object, regardless of size, has three hits, which is a measurement of how much damage they can take.

Doing Things

When you decide to do something complicated and the GM determines the action needs a roll of the dice, choose which of your keys best fit what you want to do. If none of your keys fit, make up a creative explanation for why one of them does fit, then use that key.

If you're unable to make any of your keys fit even after stretching creativity, use your key with the lowest value. You should still try to come up with some kind of explanation for how

that key fits, even if the explanation is zany. It adds to the fun.

If your special item can be used in some way or in some way applies to what you're doing, add 5 to the key you're using.

Then, roll d100. If you roll equal to or less than your key, you succeed and get to narrate the result of the roll.

A roll of 1 to 5 is an automatic success, and allows you to add extra details into your narration. For instance, if you were trying to open a locked door and rolled a 5, you could say not only did you open the door, but you found some gold pieces on the floor just beyond.

Combat

Combat, like the rest of the system, is completely narrative.

In combat, roll against your most appropriate key, and your opponent will roll against their key as well.

If only your roll succeeds, you get to narrate the result of that round of combat. If the GM's roll succeeds, he'll narrate that round of combat.

If both rolls succeed, whoever rolled the lowest wins.

Most weapons do one point of damage, removing one hit from the target. If a target is reduced to zero hits, they're incapacitated.

Keep in mind not all hits are created equal. If a small goblin is attacking a giant robot, the goblin's weapons won't be as effective against the robot as the robot's are against the goblin.

When playing through combat, do whatever is fun, and whatever makes sense for the story.

Healing

Characters recovering hits is handled through the narration of the story. The GM may allow you to roll for narrative control, or they

may narrate the recovery themselves.

Tug of War

If two characters are working against each other in a way other than direct combat, it's a tug of war. All the characters involved roll against their appropriate keys and the rolls are resolved just like in combat, but instead of the losing side taking damage, the winning side simply wins the contest.

Advancing

If you're going to keep your character for more than one game and you want to advance them, at the end of each adventure you can either increase a key or add a new key.

To increase a key, roll d100. If you roll higher than the key, it increases by 5.

To add a new key, roll d100 against your highest key. If you roll higher, add a new key with a value of 40.



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CHARACTER SHEET

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Character Name _____

Keys	Value
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Special Item

Equipment

Hits
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